



#### BS - CODE #2919

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The game and interactive design (G&ID) program offers a hands-on, studio-based approach to design, programming, and storytelling. Course work covers the breadth of interactive design from AAA (triple A) game titles to the interactions of application interfaces. Skills developed in the program are applicable to the growing fields of user experience (UX) design, application design, web design, data visualization, and interactive entertainment.

#### ADVANTAGES

Graduates of the game and interactive design Bachelor of Science program will possess the skills and technical knowledge base necessary to be proficient and capable in both the design and development of interactive media. They will be well prepared for entry-level positions in the fields of experience (UX) design, application design, web design, data visualization, and interactive entertainment. The program's strength is in the versatility and flexibility of the graduating student, allowing employment opportunities to expand well beyond a singular field of design.

#### OCCUPATIONAL OPPORTUNITIES

- Game design
- UX (user experience design)
- Interactive entertainment
- Application design
- Data visualization
- Web design

#### EMPLOYMENT STATISTICS

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Employment and continuing education rate of 67 percent – 67 percent are employed.

- [Digital Media and Animation](#)
- [Graphic and Media Design](#)
- [Information Technology: Web Development](#)

#### ENTRANCE REQUIREMENTS/RECOMMENDATIONS

Required: Algebra and Geometry, Transfer applicants must possess a 2.0 cumulative grade point average as well as a grade of "C" or better in each course taken during the most recent semester of attendance. Individuals with less than a 2.0 cumulative grade point average may be considered with additional documentation.

Recommended: Algebra 2, Physics

#### REQUIRED COURSE PREREQUISITES

If students do not place into MATH 1033 College Algebra, MATH 1084 Calculus I, MATH 1323 Quantitative Reasoning, 1034 College Algebra of Functions, 1054 Precalculus, or 2124 Statistical Methods & Analysis, then MATH 1014 Algebra Concepts is a required prerequisite for completion of the major.

#### REQUIRED EQUIPMENT

A tier 4 or Apple MacBook Pro laptop computer is required for students entering the game and interactive design program. Laptop specifications are available at [www.alfredstate.edu/required-laptops](http://www.alfredstate.edu/required-laptops).

#### OFFICE OF ACCESSIBILITY SERVICES

Students who believe they need a reasonable accommodation to properly participate in this program may contact Melanie Ryan in the Office of Accessibility Services. This office may be contacted by email at [oas@alfredstate.edu](mailto:oas@alfredstate.edu) or by phone at 607-587-4506. Please keep in mind that some accommodations may take time to implement, so students seeking accommodations are encouraged to contact OAS as early as possible.

TYPICAL EIGHT-SEMESTER PROGRAM

First			
DGMA	1403	Digital Foundations I	3
MATH	1033	College Algebra	3
COMP	1503	Writing Studies	3
FNAT	1403	Survey of Interactive Media	3
GLST	2113	Global & Diverse Perspectives	3
			15

Second			
DGMA	2403	Introduction to 3D Animation	3
DGMA	4103	Interactive Design	3
CISY	1113	Computer Programming I	3
LITR	xxx3	Literature Elective	3
XXXX	xxx3	Gen Ed/LAS Elective	3
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Third			
CISY	2133	Computer Programming II	3
DGMA	3703	2D Game Design	3
PHYS	1044	College Physics I	4
FNAT	2333	Survey of Design	3
XXXX	xxx3	CISY or DGMA Technical Elective	3
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Fourth			
DGMA	4303	3D Game Design	3
COMP	3603	Writing for Emergent Media	3
FNAT	3513	Art History II	3
XXXX	xxx3	CISY or DGMA Technical Elective	3
XXXX	xxx3	Gen Ed/LAS Elective	3
SPCH	xxx3	Effective Speaking or Equivalent	3
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Fifth			
DGMA	5603	Interactive Media	3
DGMA	5403	Advanced Modeling	3
DGMA	5543	Asset Production	3
COMP	5703	Technical Writing II	3
XXXX	xxx3	LAS Elective	3
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Sixth			
DGMA	6503	Interface Design	3
DGMA	6533	Game Design Studio 1	3
XXXX	xxx3	CISY or DGMA Technical Elective (Upper Level)	3
XXXX	xxx3	LAS Elective (Upper Level)	3
XXXX	xxx3	LAS Elective	3
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Seventh			
DGMA	7803	Professional Practices	3
XXXX	xxx3	CISY or DGMA Technical Elective (Upper Level)	3
XXXX	xxx3	LAS Elective (Upper Level)	3
XXXX	xxx3	LAS Elective	3
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Eighth			
DGMA	8303	Game Design Studio 2	3
DGMA	7703	Adv Topics Interactive Design	3
XXXX	xxx3	CISY or DGMA Technical Elective (Upper Level)	3

XXXX	xxx3	LAS Elective (Upper Level)	3
XXXX	xxx3	LAS Elective	3
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BS DEGREE GRADUATION REQUIREMENTS

- Complete 121 total semester credit hours
- 60 credit hours of liberal arts and sciences from eight of the 10 SUNY general education categories
- 2.0 cumulative GPA
- Grade of "C" or better in core courses (DGMA and CISY prefixes)
- Students are also required to complete a digital portfolio assignment and annual reviews to meet graduation requirements.